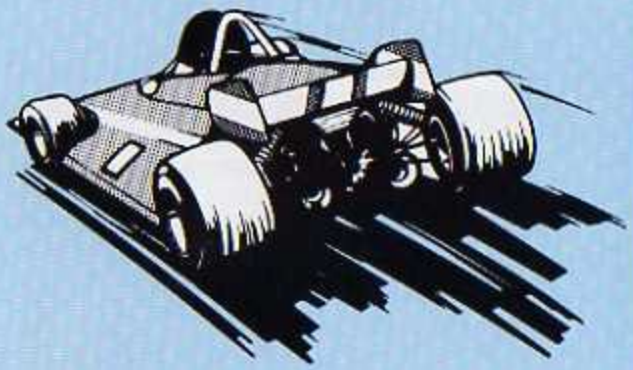
COLECOVISION™

Guide No. 55704

CARTRIDGE INSTRUCTIONS

The Official TURBO™

by SEGA®

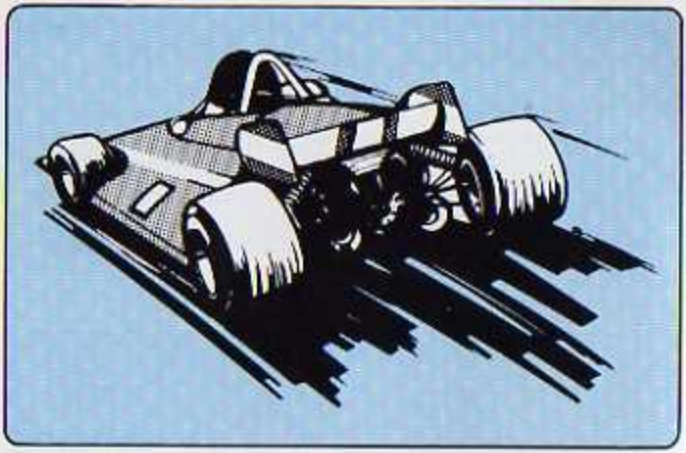


- For use with Coleco's Expansion Module #2
- For one player
- Select from four skill levels

Plays, sounds and scores like the TURBO™ arcade game!

COLECO

GAME DESCRIPTION

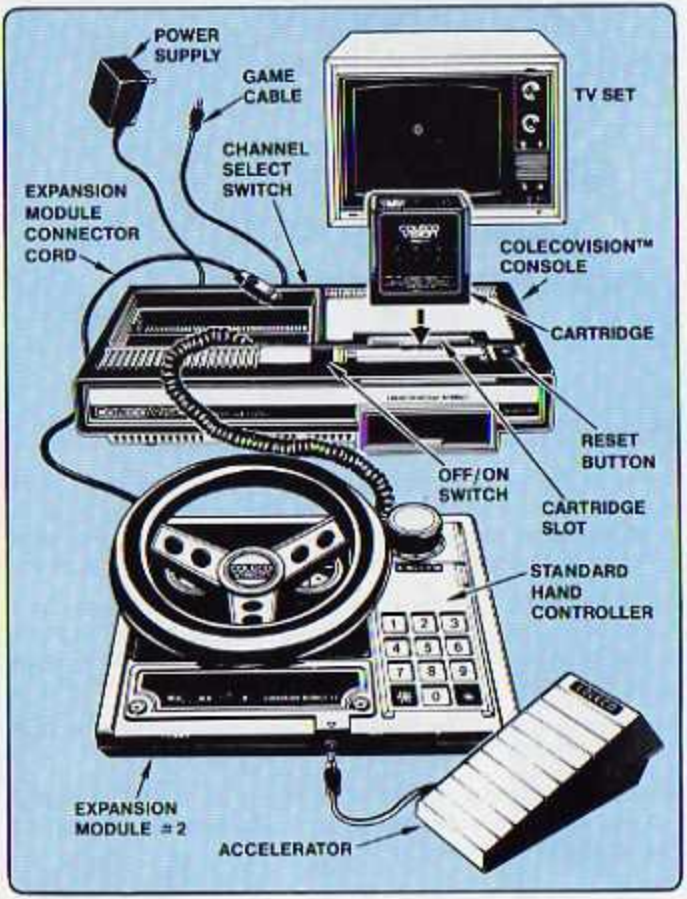


Rev your engines and get ready to test your driving skills in TURBO™! As in the popular Sega® arcade game, you press down on a real accelerator foot pedal to speed over city, country and mountain roads. Twist and spin your steering wheel to swerve past oil slicks, cars and speeding ambulances. Shift down into low gear to negotiate dangerous seaside road curves and icy conditions on snowy highways. Coleco's special Expansion Module #2 turns your Control Stick into a gear shift and features an accelerator foot pedal and steering wheel. It gives you the thrill of a genuine road race!

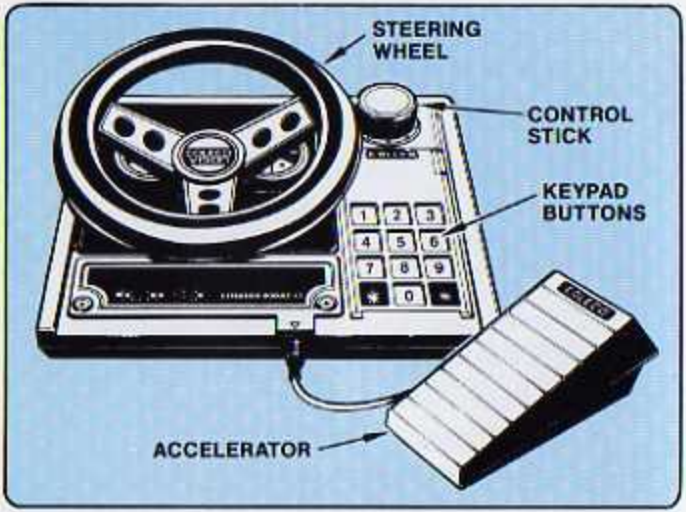
GETTING READY TO PLAY

- Make sure the COLECOVISION™ console is connected to a TV and the power supply is plugged into the console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to the same channel as the Channel Select Switch.

- Prepare Expansion Module #2 as shown in its own instruction booklet.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge has been inserted.



USING THE CONTROLS



1. **Keypad:** Keypad Buttons 1–4 allow you to select a Game Option before you begin to play. Pressing * after a game allows you to replay the same Skill Level; pressing # after a game allows you to return to the Game Option screen.

2. **Control Stick:** Use the Control Stick on the standard hand controller (plugged into Port 2) as your gearshift. Push the Control Stick **up** for low gear. Pull the Control Stick **down** for high gear and higher speeds.

3. **Steering Wheel:** The Steering Wheel controls the direction of your Turbo™ racer, just like a real race car.

4. **Accelerator Foot Pedal:** Push down on the Accelerator Foot Pedal to increase your speed. Release Pedal to decrease your speed.

HERE'S HOW TO PLAY

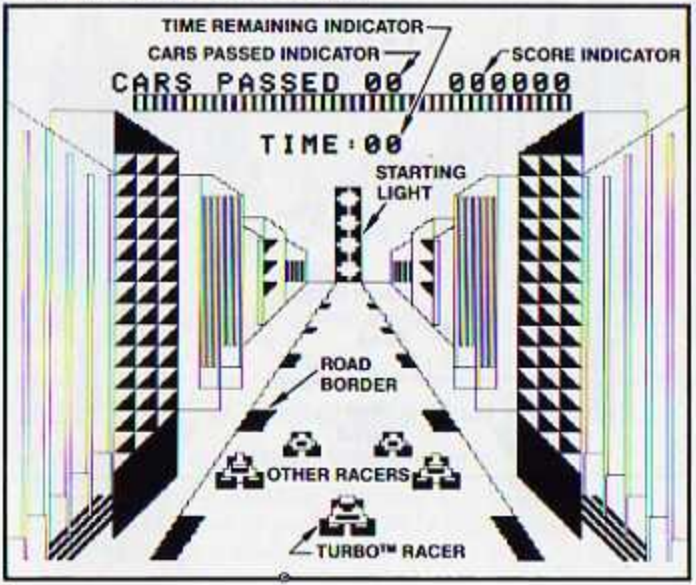
STEP 1: Starting up.

Press the Reset Button and the title screen for TURBO™ appears on your TV. Wait for the Game Option screen to appear. It contains a list of skill options, numbered 1–4. Select a skill option by pressing the corresponding number button on the hand controller keypad.

Lower skills make it easier to steer and have fewer cars and obstacles. Choose a skill that challenges you!

STEP 2: On your mark . . .

The signal light is red; start your engines. It's red, red, then green and you're off! For faster starting use low gear, then shift into high. The race begins!

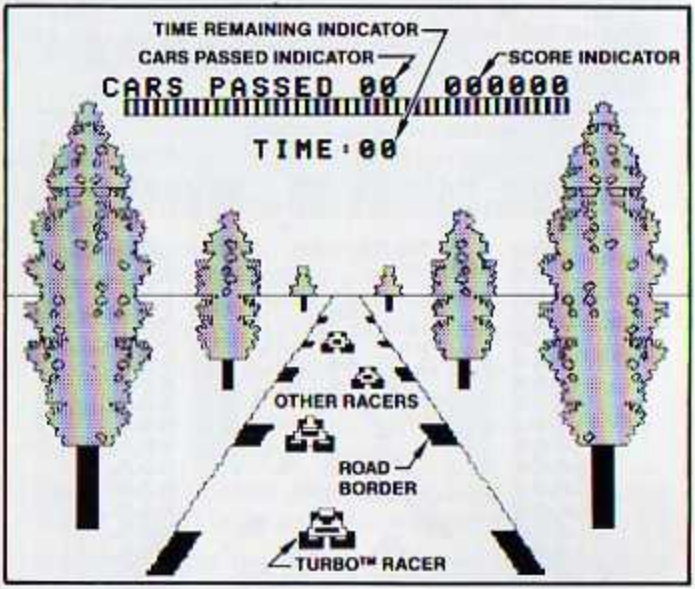


STEP 3: Passing.

Each car you pass increases your point total and gets you closer to extended play (check your Cars Passed Indicator). But for each car that passes you, your point total decreases. (Note: the Cars Passed Indicator records a maximum of 41 cars.)

STEP 4: The pace quickens.

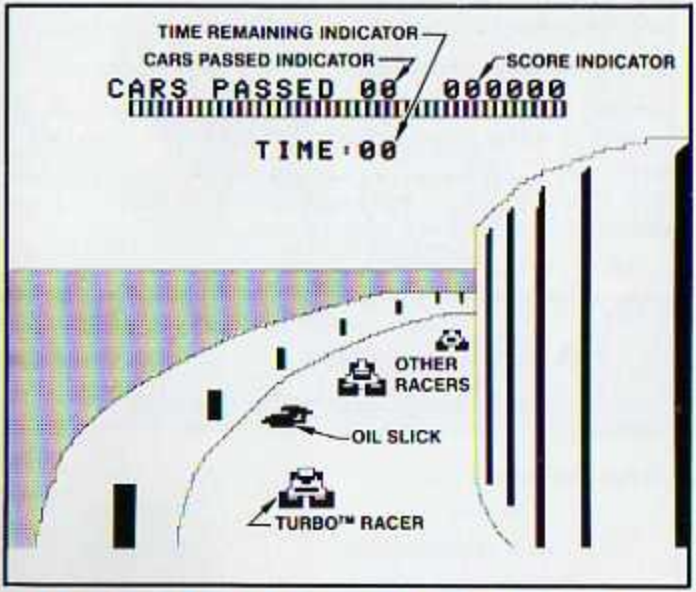
Slick maneuvering will get you out of the city in record time. But if you rub against the border, your tires squeal and your TURBO™ racer slows down. Driving on snow takes special ability, so watch your speed and go easy when you pass.



STEP 5: TURBO™ crashes!

A collision brings you to a screeching stop while other cars race past. When you start, you have to gear up again. Use caution on the oil slicks. And avoid sideswiping the ambulance.

In regular play, your racer will always start after a collision — unless you run out of time! Watch the Time Remaining Indicator.



STEP 6: The challenging final seconds . . .

If you pass **thirty** cars, your time is reset to 99.

In Skill Level 1 Extended Play you can have an unlimited number of crashes. If you pass thirty cars in extended play, your time is again reset to 99.

In Skill Levels 2 through 4 Extended Play, your time is reset to 99 and you can keep driving until you crash twice or run out of time. If you pass thirty more cars, you win still another extended play period and two more crashes.

STEP 7: Bonus points.

To earn bonus points, you must drive during extended play time. When you do, you get fifty points for every car you passed during regular play. And if you earn even more time, your bonus per car increases. The game ends when your time runs out or you have crashed twice during extended play.

Game End and Starting Again

To replay the TURBO™ Skill Level that you have been playing, press *. To go back to the Game Option screen, press #.

NOTE: The Reset Button on the console "clears" the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

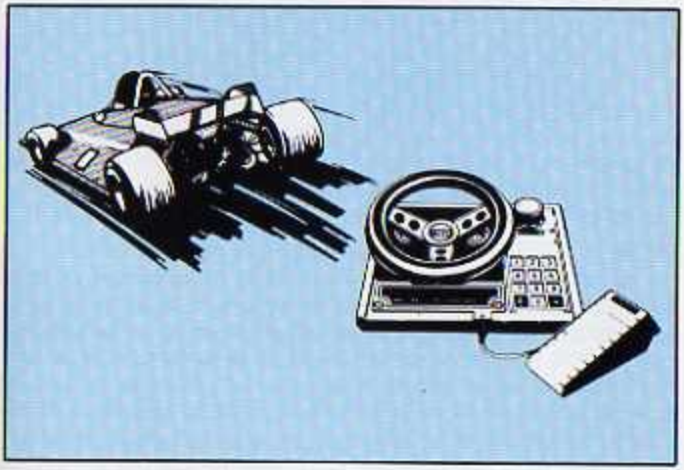
SCORING

Each road segment passed	4 points
Bonus Scores for Reaching Extended Play (after passing 30 cars)	
Each Car Passed . . .	
. . . . In regular play	50 points
. . . . First extended play	60 points
. . . . Second extended play	70 points
. . . . Third extended play	80 points
. . . . Fourth extended play	90 points
. . . . Fifth extended play	100 points

Bonuses keep getting higher as you continue to drive!

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing TURBO™, but it is only the beginning! You'll find that this cartridge is full of special features to make TURBO™ exciting every time you play. Experiment with different techniques — and enjoy the game!



90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem, to the Factory Service Station as listed. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Please read the Owner's Manual carefully before using the product. If a malfunction occurs, please refer to the trouble-shooting checklist in the Owner's Manual for your video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call the Factory Service Station listed in your video system manual.

CARTRIDGE SERVICE POLICY

If your cartridge requires service after expiration of the 90 day Limited Warranty period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option), on receipt of your cartridge, postage prepaid and insured, with your check in the amount of $10.00 payable to Coleco Industries, Inc.

For service information regarding your Coleco cartridge call 1-800-842-1225. This service station is in operation from 8:00 a.m. to 4:30 p.m., Eastern time, Monday thru Friday.

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Please allow 4-6 weeks for repair and return.

All returns must be directed to:

Coleco Industries, Inc.
Consumer Electronics Department
P.O. Box 47
Amsterdam, New York 12010
Attention: Consumer Quality Manager

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